

Please amend the paragraph beginning on Page 5, line 26 as follows:

As In general, it should be appreciated that the specific network of Figure 1, computer system of Figure 2 and software components of Figure 3 are all intended to describe a representative environment for a VoiceXML interpreter. Other, equally suitable environments may include these or other components. The specific functions of each component may also vary between different environments. Additional details of the representative environment of Figures 1 through 3 are described in a copending US Application entitled "Open Architecture for a Voice User Interface." That disclosure is ~~incorporates~~ incorporated in this document by reference.

Please amend the paragraph beginning on Page 9, line 2 as follows:

A3 Voice/audio application 306 can be ~~configure~~ configured to support all or a subset of these directives. The addition of Java Server Pages to VoiceXML provides a flexible framework for constructing voice applications. The efficiency of applications created with this framework can be greatly enhanced by creating VoiceXML scripts in a way that reduced interaction between VoiceXML interpreter 304 and voice/audio application 306. Each of the following examples has been selected with this consideration in mind. Code for the following examples is attached as Appendix A.

Please amend the paragraph beginning on Page 11, line 2 as follows:

~~"shuffle"~~

A4 <jsp:useBeanid=~~"suffle"~~ "shuffle" class="[Suffle]ShufflePrompt">

<jsp:setProperty name=~~"suffle"~~ "shuffle" property="addPrompt"
value="hello_1.wav"/>

<jsp:setProperty name=["suffle"]"shuffle" property="addPrompt"
value="hello_2.wav"/>

<jsp:setProperty name=["suffle"]"shuffle" property="addPrompt"
value="hello_3.wav"/>

.....

```
<jsp:setProperty name=["shuffle"]"shuffle" property="addPrompt"
value= "hello_29.wav"/>
```

```
<jsp:setProperty name=["shuffle"]"shuffle" property="addPrompt"
value= "hello_30.wav"/>
```

```
</jsp:useBean>
```

[Please amend the paragraph beginning on Page 11, line 15 as follows:]

Execution of this fragment caused Voice/audio application 306 to create a pool of audio files. In this case, thirty files are created but the same methods could be used with any number of files. This Java implementation for ~~ShufflePrompt~~ ShufflePrompt subdivided the pool of files into segments. For this particular example, it may be assumed that six segments of five files are created. Each segment includes a shuffled sequence of audio prompts. Thus, one segment might include audio prompts 2, 24, 21, 7 and 10. Each segment is created without duplicate entries.

[Please amend the paragraph beginning on Page 11, line 25 as follows:]

```
<jsp:getProperty name="shuffle""shuffle" property="prompt"/>
```

Please amend the paragraph beginning on Page 13, line 15 as follows:

AS The VoiceXML fragment is configured so that VoiceXML interpreter 304 first tests to determine if the end of the list has been reached (i.e., there is no next item [or no previous item]). Only if this condition is false, does the Voice XML interpreter 304 retrieve the next item from voice/audio application 306. This avoids interaction between VoiceML interpreter 304 and voice/audio application 306 if there no next/~~previous~~ item.

In the Figures

Figure 2 has been corrected in a separate response sent to the Official Draftsman in response to the examiner's objection.

In the Claims

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AG 62 1. (Currently Amended) A method for providing an interactive voice response